
Name

rd_audiostore — Rivendell Audio Store C Library Function

Synopsis

```
#include <rivwebcapi/rd_audiostore.h>

int  RD_AudioStore(audiostore[], hostname[], username[], passwd[],
ticket[], user_agent[], numrecs);

struct rd_audiostore * audiostore[];
const char hostname[];
const char username[];
const char passwd[];
const char ticket[];
const char user_agent[];
unsigned * numrecs;
```

Description

RD_AudioStore is the function to use to get information about the audio store.

Table 1. RD_AudioStore function call fields

FIELD NAME	FIELD TYPE	MEANING	REMARKS
*rd_audiostore	Pointer to rd_audiostore structure	Memory location to store specific audiostore data	Mandatory
hostname	Character Array	Name Of Rivendell DB Host	Mandatory
username	Character Array	Rivendell User Name	Mandatory When NO Ticket Provided
passwd	Character Array	Rivendell User Password	Mandatory When NO Ticket Provided
ticket	Character Array	Rivendell Authentication Ticket	Mandatory When NO User/Password Pair Provided.
user_agent	Character Array	User Agent Value put into HTTP request	Optional (default is Rivendell-C-API/x.x.x)
*numrecs	pointer to integer	memory location for number of records returned	Mandatory

When successful function will return the number of records sent (numrecs) and a rd_audiostore structure which is stored in the provided memory locations. The rd_audiostore structure has the following fields:

```
struct rd_audiostore {
    long unsigned freebytes;
    long unsigned totalbytes;
```

```
} ;
```

RETURN VALUE

On success, zero is returned. Using the provided parameters an rd_audioinfo structure is returned and the number of records is returned.

If a server error occurs a -1 is returned. If a client error occurs a specific error number is returned.

ERRORS

400 Internal Error.

403 User Authentication Error.

nnn Unknown Error Occurred.